The Newsletter of the Lincoln Middle School Dungeons & Dragons Club

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The club has three new certified Dungeon Masters as of last writing. This is an excellent development. It means that the players in those DM's campaigns will thrive under the guidance of a firm but fair referee.

Speaking of which, this issue offers material from two skilled DMs – Will Hopkins and Matt Borselli. I've seen the newsletter published by a rival organization (The Madison Middle School Role-Playing Game Club) and trust me, those guys couldn't write to save their lives. I think they write their newsletter with crayons and toilet paper. They wish they had DMs like Matt and Will!

See you next issue,

Christian

The Market of Dreams

by Will Hopkins

The Market of Dreams is a strange place that can be found anywhere, if only you know where to look. Creatures of all kinds buy and sell wares that range from the mundane to the impossible. Its sights, sounds, and smells are wondrous and overwhelming to first-time visitors, but repeat travelers begin to understand that the Market is a great deal more than endless miles of stalls. It is the very stuff of dreams, can be dangerous for the unwary.

The Market shifts, and is rarely consistent in either location or time of appearance. It can appear in any place or timeline and is not restricted by size of the material plane in which its entrance manifests. Any number of entrances may be in existence at any one time, but each one appears to be guarded by the same two hulking monstrosities of indeterminate race or gender. Furthermore, they are effectively invulnerable and cannot be tricked. Without their permission, it is literally impossible to enter the Market. Characters may try a wish, miracle, or similar game effect but they are likely to find that it will not turn out as expected or, if they are sufficiently powerful, that Morpheus decides to deal with them personally.

The Market is run by Morpheus, a shadowy figure known only as the Lord of Dreams. He does not tolerate fighting in his realm and requires that all weapons be peace-bonded at the gates. Mages and other casters are required to peacebond any offensive components or aids that they carry, and any offensive spells or elemental manipulations are strictly forbidden. Those who break the laws of Morpheus find that the Market of Dreams can be a vicious place when the Lord of Dreams lifts his protection.

In game terms, the Market of Dreams is a place that breaks the rules. It is a great place to add some real mysticism to your campaign, not to mention it gives both the GM and the players a way to get just about anything that they want. Naturally, Rule 0 still applies, but allowing players to break the rules a bit is in the nature of the Market. Players should be able to find anything they need in the Market, given sufficient time, but there are dangers associated with remaining too long in the Market of Dreams.

Morpheus is extraordinarily powerful, possibly even a god in his own right. The Market is his domain and his alone, and he does with it whatever he sees fit. The guards are certainly creatures of some sort, but almost no one should ever recognize them for what they really are. Because of the ability of the Market to manifest in any dimension or reality it is very unlikely that characters will recognize all or even a large minority of the species and items they see in the Market. Play

with this! Use it to inject wonder and excitement into your game, especially if your players are old hands or are all about the crunch.

Axes, Maces and Spears – Oh My; The Next Set of Weapons

by Matt Borselli

Last time, I wrote about parting out magic swords to allow characters to keep using their old weapons and developing their weapons throughout the game. But I left out axes, spears, and more. So here are the rules for those weapons as well.

An axe, warhammer, spear, morning star, mace or polearm have nearly the same parts: they all have a haft/handle or shaft, a grip and a head. Assuming that a tassel can be added as well as an end cap or spike on the handle, most of these weapons have 5 slots, same as swords.

Some examples include: an axe, hammer or mace has an end cap or spike, haft, grip, tassel and head. A morning star has a haft, grip, chains and two heads. A spear or other pole arm has the end cap or spike, shaft, grip, tassel and head.

Axe hafts can be used on other, similar-sized weapons, like morning stars and maces, even picks. A spear shaft can be used on most polearms. Incorporating most parts into a weapon take the same amount of time as swords, about a half-hour with the appropriate tools. An enchanted head replica is incorporated into a current weapon in the same way as swords, with the sympathetic ritual.

I've changed up the various tables below to make more unique weapons.

Table I: Magic Weapon Modifier, Roll 1d6
1. +1
2. +1 vs. animal (GMs choice)
3. +1 vs. monster (GMs choice)
4. special attack (see Table III)
5. special effect (see Table IV)
6. cursed weapon (see Table V)

Table II: Magic Weapon Part, Roll 1d6
1. Head
2. Shaft/Haft
3. Grip
4. Tassel
5. End Cap/Spike
6. GMs Choice

Table III: Special Attack, Roll 1d6
1. +1 vs. demons
2. +1 vs. giants
3. +1 vs. undead
4. +1 vs. elementals
5. +1 vs. sea creatures
6. +1 vs. demi-human or human

Table IV: Special Effect, Roll 1d6
1. flaming weapon
2. stunning
3. ethereal
4. +0 weapon (it's magical but doesn't improve the attack)
5. level drain
6. cold weapon

Table V: Cursed Weapon, Roll 1d6
1. -1 weapon
2. berserker
3. cowardice (save vs. Fear or run away)
4. -2 weapon
5. delusion
6. reduces dexterity to 3